

# Shadowlight: Myth of Truth

200 Word RPG Challenge

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[The text below clocks in at exactly 200 words]

You play one of three sentient species: beleshedaux, shiruul, and shaleth. Each has an agenda, and they serve those agendas by influencing individuals, locations and events across the omniverse all without revealing the truth of their existence, their conflict, or any other truths they want hidden. All three are aware of the others' existence. The beleshedaux and shaleth are diametrically opposed to each other, manipulating worlds and other species to advance their own institutions while tearing the others' down.

The ***beleshedaux*** believe the integrity of omniverse as it was must be maintained, and not changed. They accomplish this by building foundations of learning to share knowledge, and collecting artifacts so they won't be forgotten.

The ***shaleth*** believe that the omniverse belongs to them, to mold to their whim. They accomplish this by deceiving and subjugating worlds and beings, constantly disassembling and rebuilding them.

The ***shiruul*** believe that the everyday lives of the beings of the omniverse should not be toyed with, regardless of the intention. They advance this belief out of moral obligation by providing advice and guidance to other species but not direct intervention, so as to minimize any collateral damage that might be caused by the others' machinations.